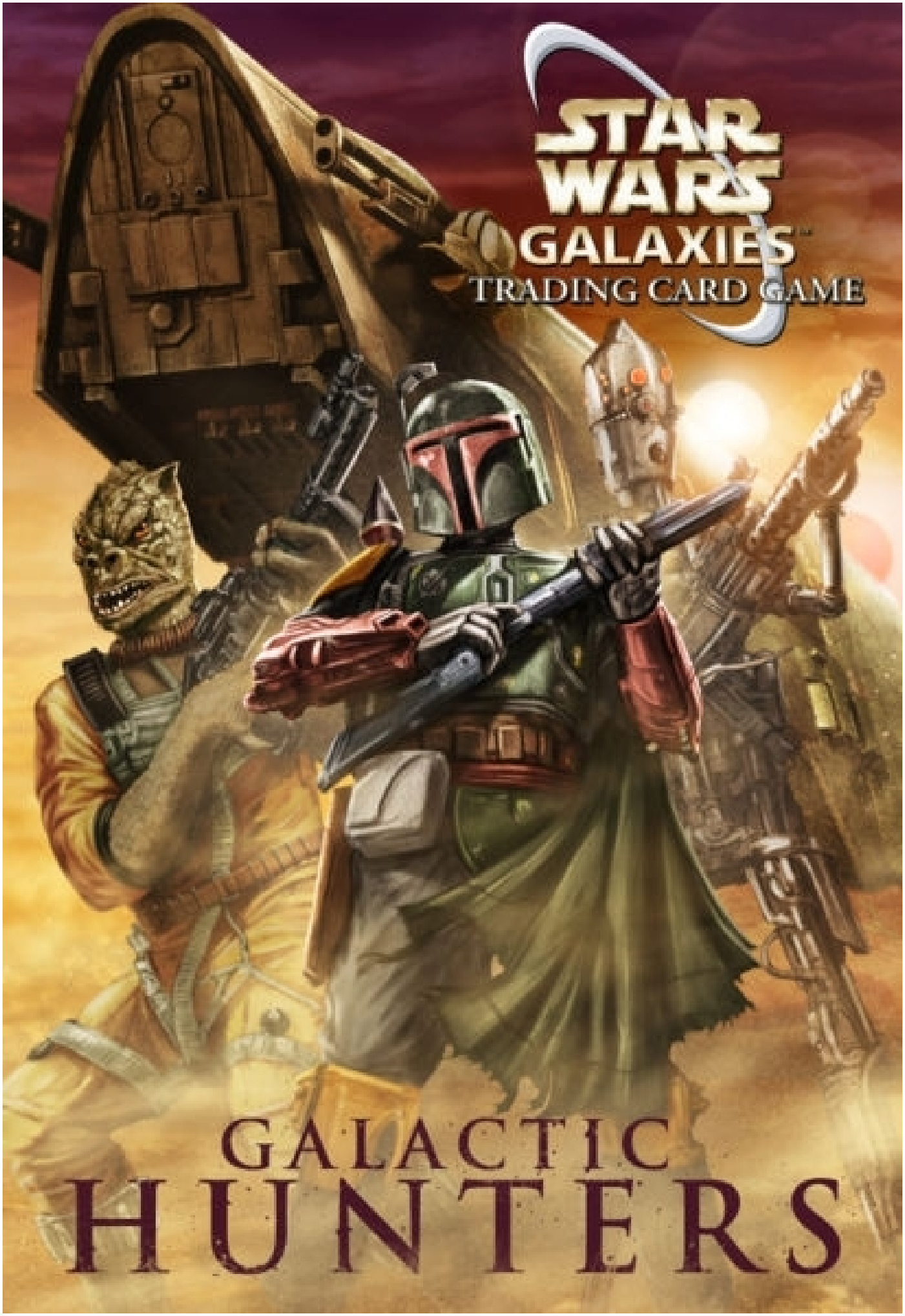

STAR WARS
GALAXIES
TRADING CARD GAME
GALACTIC
HUNTERS

Galactic Hunters Campaign

Disturbed by Rebel espionage in the Corellian system, the Emperor has lost confidence in the Imperial Army. Determined to squash this Rebel activity, he has contracted the most notorious bounty hunters to capture Rebel officials. When the cunning bounty hunters succeed, the Rebel Alliance is left in disarray. The captured leaders must be located and freed. The Alliance deploys a team of operatives to defeat the bounty hunters and rescue the Rebel leaders!



Light Side Campaign: Interrogating the Predators

The efforts of the cunning bounty hunters have been successful, leaving the leadership of the Rebel Alliance in disarray. To ensure the survival of the Rebellion, the captured leaders must be located and freed. The Alliance quickly regroups and deploys a team of less than desirable operatives of their own to defeat the bounty hunters and rescue the Rebel leaders!



Scenario 1: Koona t'chuta?

Your search for the Rebel leaders begins with a Rodian bounty hunter.



As the saying goes, to find a mercenary, you have to think like one. If you were a bounty hunter looking for work, where would you go? The likely answer is one of the most notorious dives in the galaxy, Chalmun's Cantina in the city of Mos Eisley on Tatooine.

A wide assortment of smugglers and criminals are in attendance, and after greasing the palms of the bartender Wuher with a few credits, you are introduced to the Rodian bounty hunter known as Thuku.

Tm sure I have some information that will help you. Why don't we sit down here and talk it over?' says Thuku in his whiny voice, offering you a chair. You begin to describe the Emperor's Most Wanted list and the Alliance supporters that have already been captured. The Rodian listens intently, but offers little when you ask him pointed questions. Like all of his species, Thuku is hard to read, and you can't tell if he's listening intently or falling asleep.

After several rounds of drinks, you are looking about the cantina for some other likely candidate to pump for information. Thuku covers his mouth with his hand and barks out a curious noise that might be a cough. As he looks around the room, you realize it's a signal to his associates at nearby tables.

A dozen thugs throughout the room rise to their feet and arm themselves with blasters, vibroknives, and even a few clubs. The commotion is noted by the other patrons, who abruptly stop talking and stare. After a moment, even the band stops playing. Wuher cries out, 'No blasters!' and runs into the cantina. When the fight begins, the poor bartender is right in the middle of the action.



The room erupts into chaos as the thugs attack you from every corner. Screaming patrons exit the cantina in droves, and soon it's just you and Thuku and his associates. As the firefight continues, you begin to pick off his thugs one by one. Seeing things going badly, his cowardly friends desert him, and Thuku puts up his hands in surrender.

You find that without muscle to back him up, the Rodian bounty hunter is much more cooperative. Thuku knows about the Most Wanted list, but he hasn't yet apprehended any of them. No surprise there. That means he has no knowledge of where the prisoners might be held right now. All he has to offer is a rumor that the bounty hunter known as Dengar reportedly scored a big bounty, and he left Tatooine recently for Naboo.



Scenario 2: Payback

Travel to Naboo and find the Corellian bounty hunter known as Dengar.

After confirming Thuku's information with some low-lifes at the Mos Eisley spaceport, you travel to Naboo to look for the Corellian bounty hunter nicknamed 'Payback.' From everything you have discovered so far, most of the people that find Dengar end up dead rather quickly.

At Moenia, you receive Alliance reports that include sightings of Dengar near the Imperial outpost at Dee'ja Peak. The Rebels provide you with a landspeeder and a cover story to get you close to the outpost.

You pass by the glorious triple waterfalls, with the natural beauty that draws so many visitors to Naboo. Searching with your electrobinoculars in the fading moonlight, you see Dengar talking with some sneaky-looking individuals on the mountain trail ahead.

Flying up in your landspeeder, you announce, 'Hey, aren't you the famous bounty hunter? We've got a job for you!' Dengar and the others put their hands on their weapons. 'We work for Borvo, he's a first-class employer.'

'Hutt crime lord, eh?' asks Dengar, raising an eyebrow. 'What kind of money are we talking about? I just put away one of the Emperor's Most Wanted.'

'That's just the kind of man we're looking for,' you say, quickly pulling your weapon. 'Now just put up your hands and we'll have a nice little talk.'

With uncanny speed, the Corellian draws his blaster and puts the drop on you before you can do anything. It's a standoff, and Dengar growls, 'Go ahead. Try it. I've got nothing to lose.' His other associates are going for their blasters, and there's no way out of this situation without a firefight.



The Corellian bounty hunter puts up a strong defense, but Dengar's friends are killed and he is eventually overwhelmed and must surrender. He throws down his blaster and puts his hands up. 'Where did you turn in that bounty?' you begin.

'To Imperial authorities at the outpost here,' says Dengar. 'And I was well paid too.' He smiles.

'Where are the captives being held?' you demand.

I'm just a bounty hunter, what do I know about that?' replies Dengar. 'I have another tip for you, though. The guys I was talking to said they saw Snoova in Dee'ja Peak parading around a bounty in cuffs.'

The Wookiee bounty hunter Snoova has a nasty reputation, almost as bad as Dengar's. I'm sure that Snoova will be friendly and helpful,' you comment. 'We'll check that out right after we turn you over to Alliance authorities.'



Scenario 3: Madclaw

Enter an Imperial outpost to find the Wookiee bounty hunter known as Snoova.



They call a Wookiee who uses his claws in combat a 'madclaw,' and he is shunned by Kashyyyk society. Snoova carries a death mark for violating Wookiee honor precepts. That's just the beginning of the stories about the famous Wookiee bounty hunter. He's worked for mercenaries and also for the criminal organization known as Black Sun.

If you have to enter Dee'ja Peak to find Snoova, you'll need to continue your cover as smugglers looking for work. The streets are crawling with stormtrooper patrols, so you choose carefully who you ask for information. Along with the many Imperials you find, there are also smugglers, information brokers, and mercenaries. Dodging the Imperials and being careful, it's not hard for you to blend in.

Making your way to the center of the outpost, you are pushed into an alley by a huge Wookiee bounty hunter. 'I heard you're looking for Snoova,' growls the towering mercenary. 'You've found him. I don't like people who ask questions about me,' he adds, flexing his huge claws.

'We're just looking for information,' you begin. 'About the bounty you turned in.'

'You don't know much about bounty hunters, do you?' says Snoova, unslinging his heavy blaster rifle from his shoulder. 'We're not chatty.' Behind the Wookiee, a few Black Sun thugs have shown up. They seem to be Snoova's associates. It's time to give up trying to talk your way out of this situation.



It's a long and vicious firefight. When one of your attacks fells the wounded Wookiee bounty hunter with a massive thud, his Black Sun friends decide it's time to run. Reluctantly, Snoova surrenders. 'I'll tell you what you want to know,' he says with a growl, under his breath.

'Where are the Imperials holding these prisoners?' you ask. 'They must be held at a detention facility somewhere.'

'I turned in my captive to Imperial officers here at Dee'ja Peak,' begins Snoova. 'Wait... I did see another bounty hunter. He said he'd escort the prisoners, but didn't mention the destination.'

'Who was this bounty hunter?' you ask.

'Bossk, the Trandoshan,' replies the Wookiee. 'He must know where they're being held'



Scenario 4: Devours His Pray

Find the Trandoshan bounty hunter Bossk on Tatooine.



Returning to Moenia, you are debriefed by Alliance intelligence. They provide a datafile on your new quarry Bossk, which identifies his personal starship and includes tracking of his recent movements. You are reminded that in Bossk's language, his name means 'devours his prey.'

The Trandoshan is often seen in Bestine on Tatooine, so you head there. Keeping a low profile and your smuggler identity, you search the cantinas to find information about Bossk. At a landing pad at the starport, you see a YV-666 light freighter that must be the Hound's Tooth, Bossk's starship.

Pushing a repulsorlift stacked with cargo, Bossk approaches the landing ramp of his freighter. You introduce yourselves as working for Borvo the Hutt, and looking for information. The Trandoshan puts down the repulsorlift, but says nothing.

'We understand that you recently turned in a bounty to Imperial authorities, is that correct?' you ask.

'If I tell you, I'll have to kill you,' says Bossk. He puts his hands on his hips, very close to his holstered blasters.

'Borvo sent us to find out.'

'I'll share nothing with lackeys like you,' he replies. Others walk over to stand behind Bossk. They're working for him.

'It's time to send a message to Borvo about how he does business,' begins Bossk. 'I don't like go-betweens.' A chorus of clicks tells you his friends are readying their weapons. Another of your undercover operations ends with a fight.



You've defeated Bossk's thugs and the Trandoshan has no other choice besides surrender. He throws down his blaster and raises his hands. 'Like I said before, all we want is information,' you begin. 'Tell me where the Alliance prisoners are being held.'

Bossk laughs cruelly. 'That's what you want to know? Sure, I'll tell you. You've got no chance of even getting close, much less springing the captives. Besides, I've already been paid, so it's no loss for me.' He describes a rough mountain area just outside of Bestine. It's going to be a tough trek just to get there, and Bossk says it's heavily defended.

'We'll have to make sure you don't alert the Imperial authorities,' you say, pulling out a pair of binders. 'You're going back with us to Mos Eisley to be held for questioning.'

'You've got nothing on me. I'm just a businessman,' growls Bossk.

'Doesn't matter,' you say. 'All I want is for you to be held up for a day or two while we free the prisoners.' Bossk laughs again.



Scenario 5: Mandalore

Battle the best bounty hunter in the galaxy to free the Rebel prisoners.





When you arrive at Mos Eisley, you get in touch with Rebel contacts there, and turn Bossk over for a few hours of questioning. You secure extra ammunition for the prison break attempt and they supply you with body armor and heavy weapons for the assault.

Traveling into the mountain range and following Bossk's directions, you crest a ridge and spy the prison facility in a valley below. It looks to be well defended indeed. Near the main building is a starship landing pad, and you can see a KSE Firespray there.

As you examine the ship with your electrobinoculars, a chill goes down your spine. That ship is Slave I, and that means that the most famous bounty hunter in the galaxy, Boba Fett, is nearby.

You decide to wait for the few moments of dusk on this planet of two suns, and then make your way down the mountain pass. Careful sniping takes out a few guards, and you're able to sneak into the prison compound. You're heading toward what seems to be the main cell block and turn down a corridor to see Boba Fett, blaster at the ready, blocking your way.

'Looking for someone?' asks Fett. Klaxon horns begin to echo throughout the facility, and red flashing lights illuminate the corridor. Imperial troops pour from every doorway. The whine of blaster fire fills the air, and now it's a fight to the finish to rescue the Alliance prisoners.



Your training and discipline enable you to hold the corridor to defend against the tide of Imperial troopers. The body armor and ammo supplied by your Alliance contacts are also key to your victory. The Mandalorian bounty hunter, however, is nowhere to be seen.

As you sweep the adjacent corridors looking for stragglers, you see a cape disappear around the corner. Running to a window nearby, you see Boba Fett's starship already warmed up for launch, and the bounty hunter running aboard. Soon, Slave I lifts into the night sky and blasts away.

The remaining Imperials surrender the prison to your control. The captives held there are released from their cells, and soon you will be returning them to their friends and families in the Rebel Alliance.